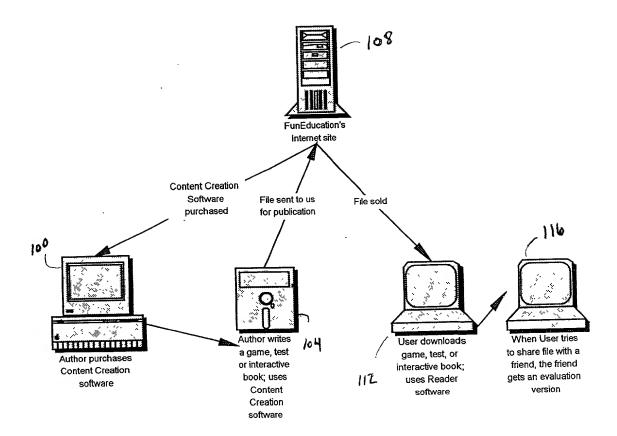




FIGURE 1



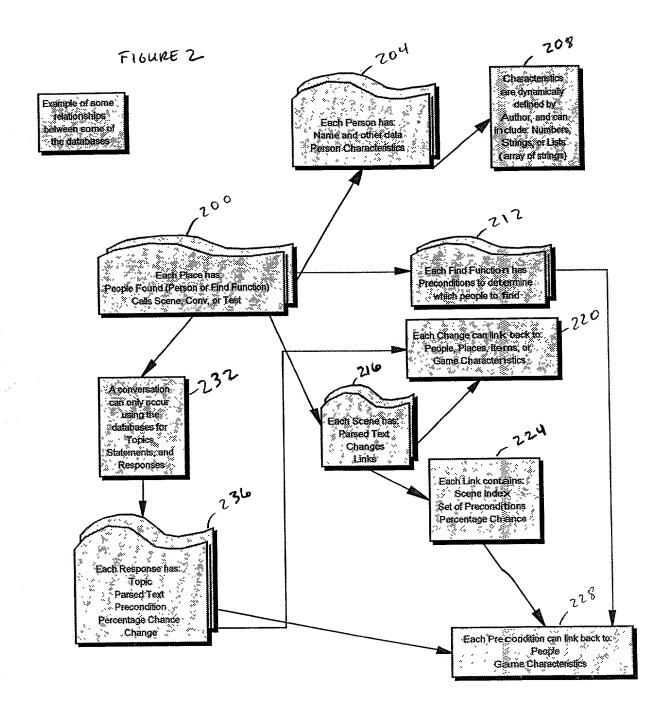
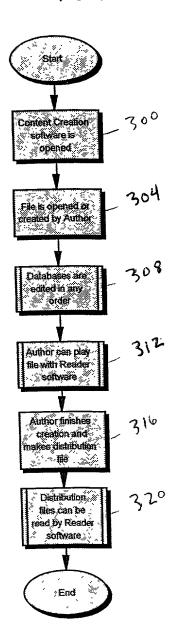
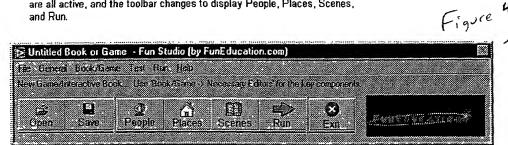


FIGURE 3



Two views of the Writer software.

The top view is for making an interactive book or game. The menu bars are all active, and the toolbar changes to display People, Places, Scenes, and Run.



The bottom view is for making a simple test. The toolbar changes for a test view.

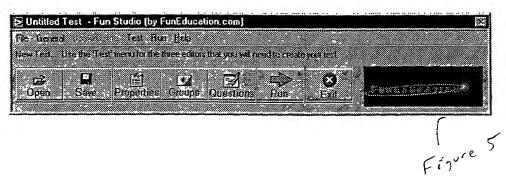
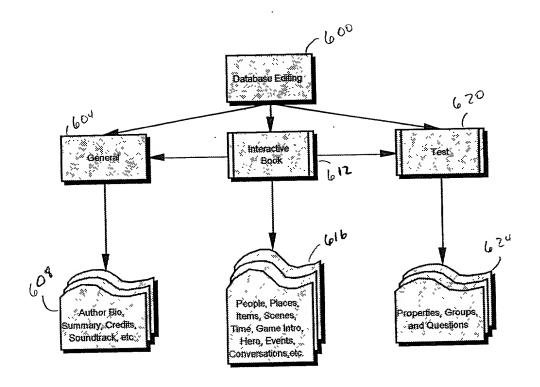
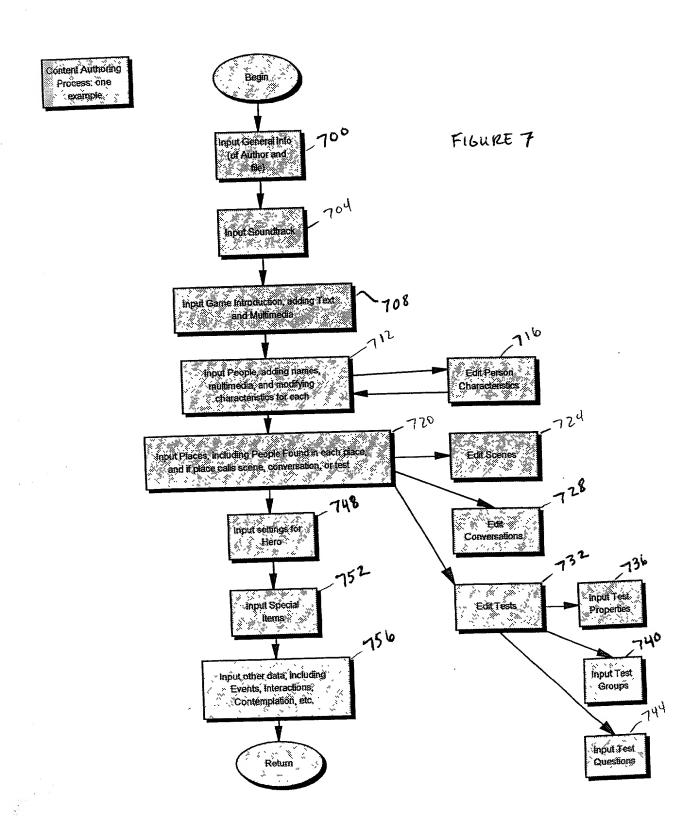
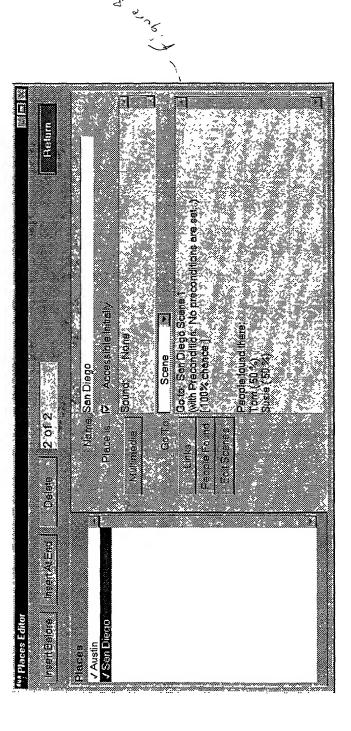


Figure le







Person Editor			Beig
insert s Detaile 3.of 3		THE STREET COURSE OF STREET	Return
People Tom John	Name	Susie	
Susia	Multimedia	Sound: None	
	Edit this Person	1) age = 28.00 2) race = white 3) sex = temple 4) money = 15.00	-
	To modify characteristics for all people.		
_	click below		į.

Figure 9

			r igu	ise in)	
Person Characteristics	s Editor				
Insert Delete	Tot 4				Return
Characteristics Dogs □ race □ sex • money	You should as the mini be in the g characteris	itie 25 AX 100.00 Min 10.00 I type in a default value imum and maximum the ame. The game's engetics in the range that you have the control of the control	il the number could eve ine will keep all		
		an in in a said an	alle alle i estadou maximin		

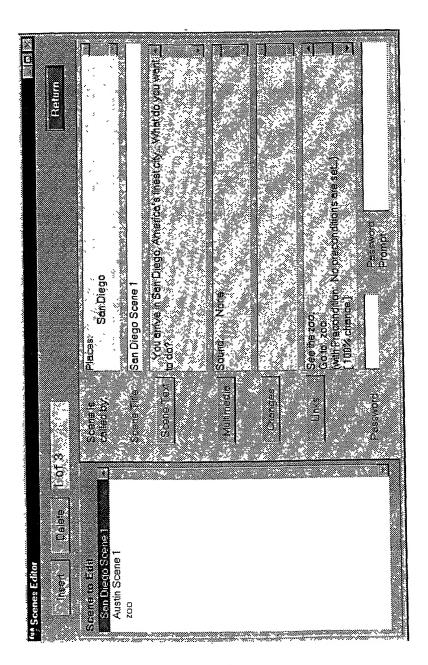


FIGURE 11

				FIPMUE 15
	Baturn	Germa Charactenstic Person Place	ler:	NOTE: The tilde symbol '. is a special character that should not be used in your text (except when using special text).
14.4 Parser	Type in any text that you want the user to see. Use the buttons on the right to add special text You run into "Pe"Encountered Person"Name", who is welking in a very strange manner	"Oh, hello, ~~Pe~Hero~Name~~. Ithoughtthat was you What are you doing in ~~P!~Current Place~Name~~?"	do 500 to 5	

Preconditions Editor		
Insert Person Precondition Defet	Cancel OK	
insert Geme Precondition		
Praconditions Necessary	(All must be true for event to accur. Diamond symbol indicates a Rerson Preconcilion.)	FIGURE 13
◆Encountered Person's 'age' is less the	n '25.00'	
◆ Herö's 'sex' → 'male'		

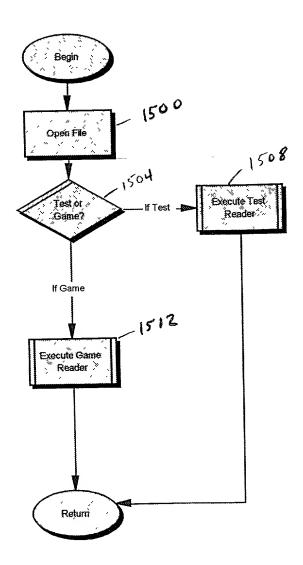
The top screenshot shows how the user can create a set of preconditions. The bottom one shows how each precondition is made. All information for the preconditions is pulled automatically from the appropriate databases.

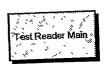
100 Preconditions Edit	01		X
			Central OK
	Person	Encountered Person	
Characteristic	ta Check	age 🗾	
	Officerson		Compagn to Weet? Fixed Value
	Value	25	Max (100.00
			Min 0.00

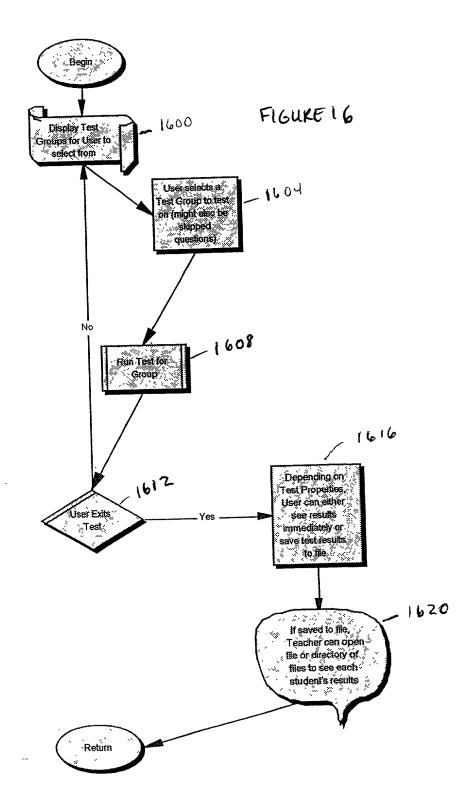
L FIGURE 14



FIGURE 15







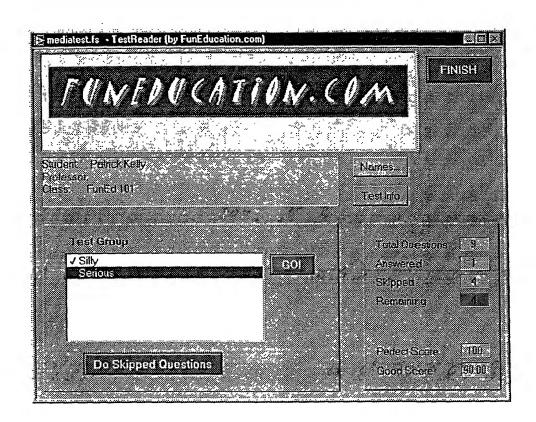
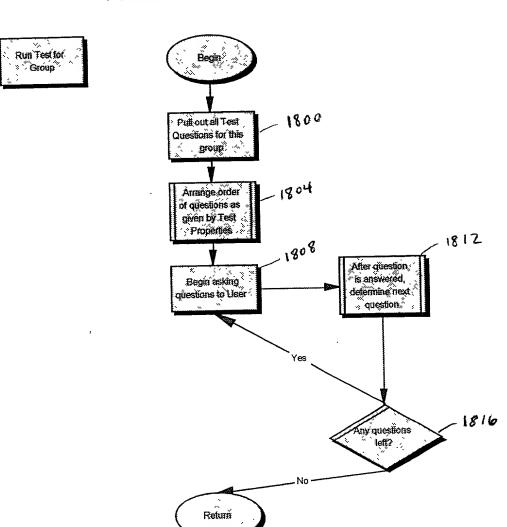


Figure 17

FIGURE 18



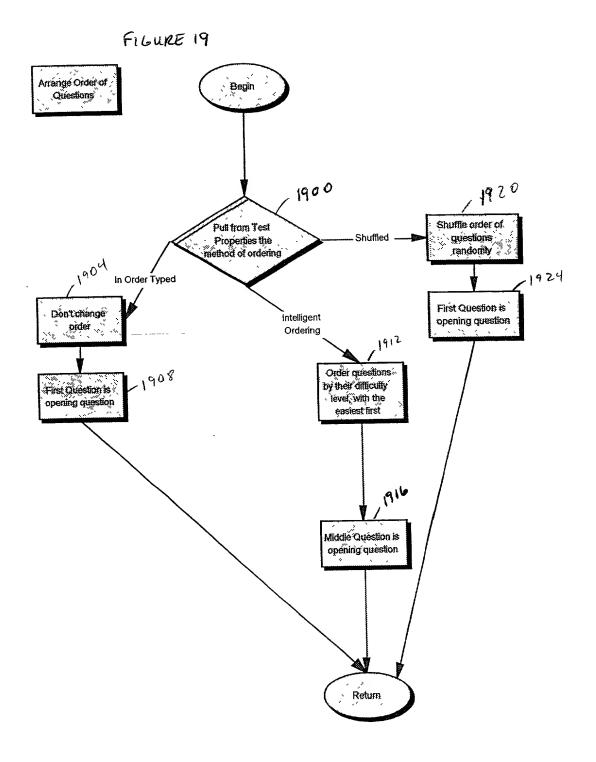
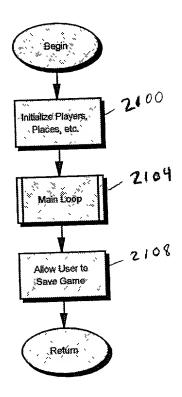
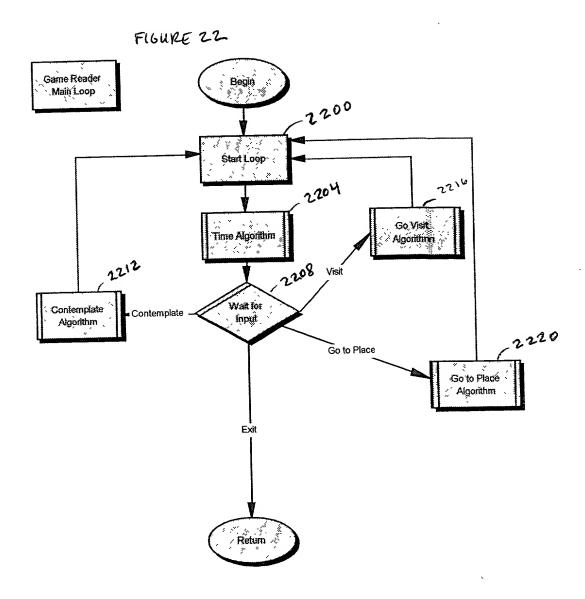
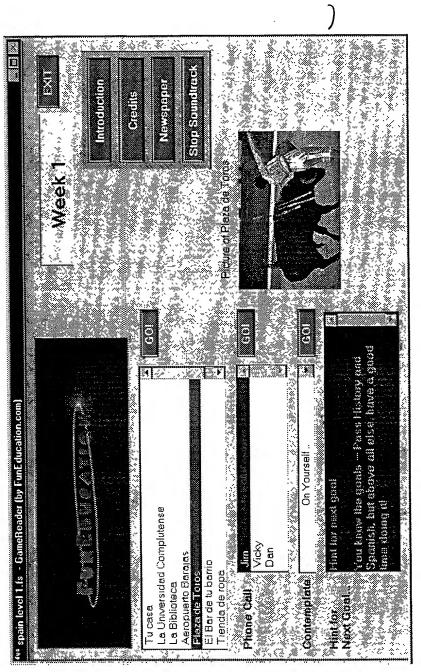


FIGURE 20 Determine Next Begin Question 2004 2000 Add to or subract is Test Properties set up of AutoPass AND User score, depending on if he answered has passing score? question right. wrong, or skipped 2012 is Test Properties set up for Intelligent Ordering? 2020 2016 2008 If Answered correctly, go to a more difficult question, if Set boolean to stop test Go to next question in list 2024 skipped or answered wrong, go to an easier question ts there another question left? Return







FIPME S3

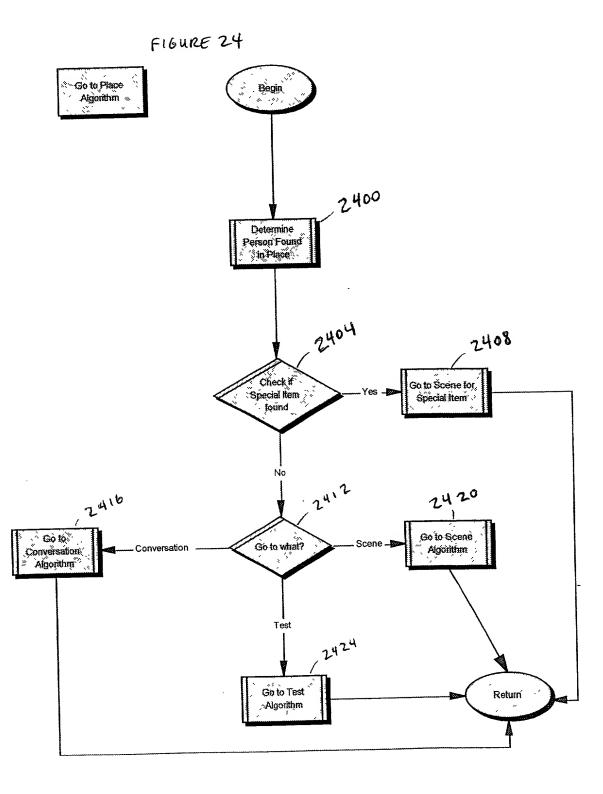


FIGURE 25 Go to Visit Begin 2504 Check if Special item Go to Scene Algorithm for Special Item found 2508 Determine Whether to go to scene or conversation 2512 Go to what? Go to Scene Algorithm Conversation 25 20 Go to Conversation `Return " Algorithm-

FIGURE 26

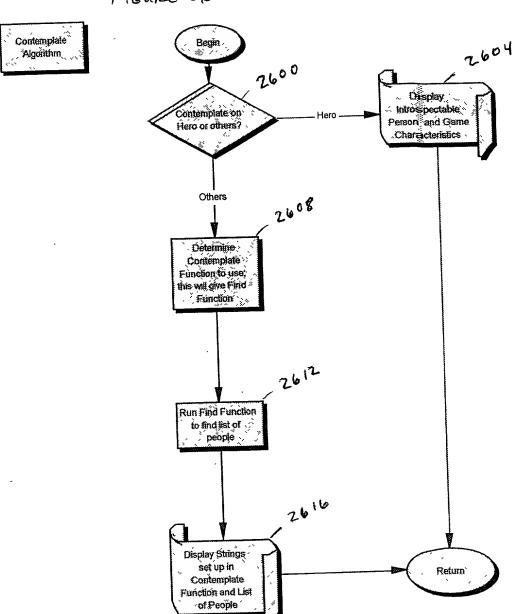
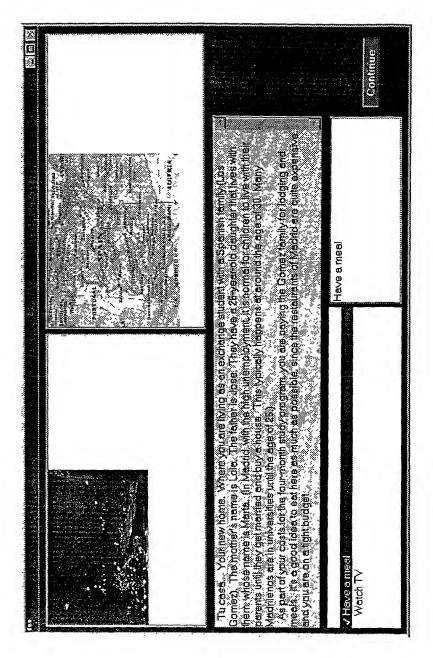
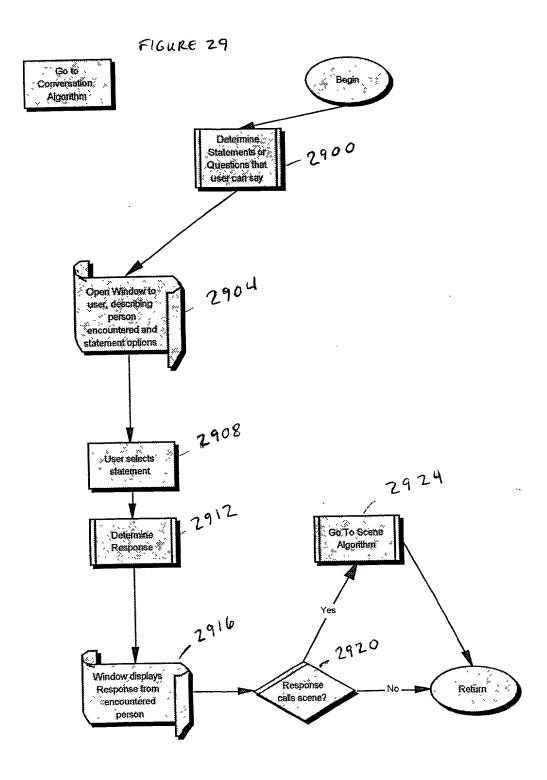


FIGURE 27 Go to Scene « *Begin * * Algorithm 2700 Find Scene, using Links 2704 Display Scene for user 2712 2716 2108 Pull out Links for appion selected Determine option Scene Options? selected by user Return

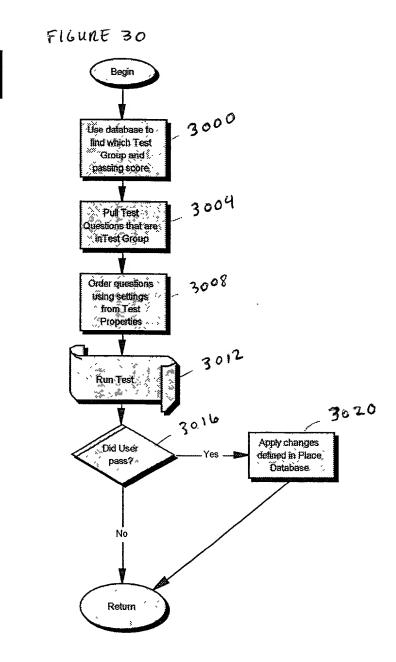
FIGURE 28

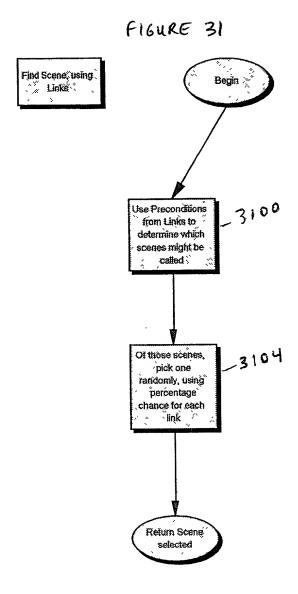


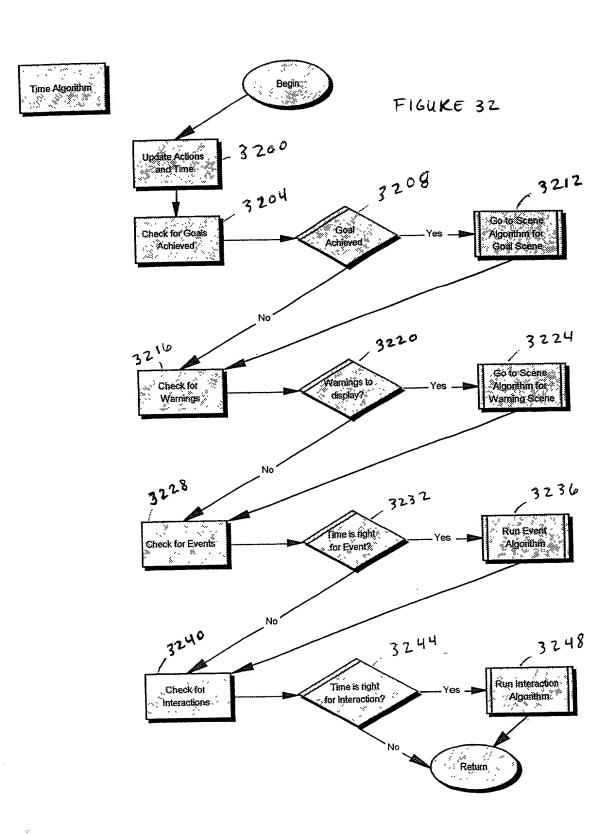


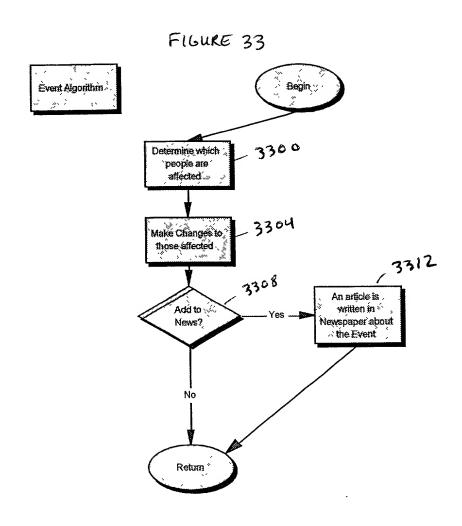
Go to Test from

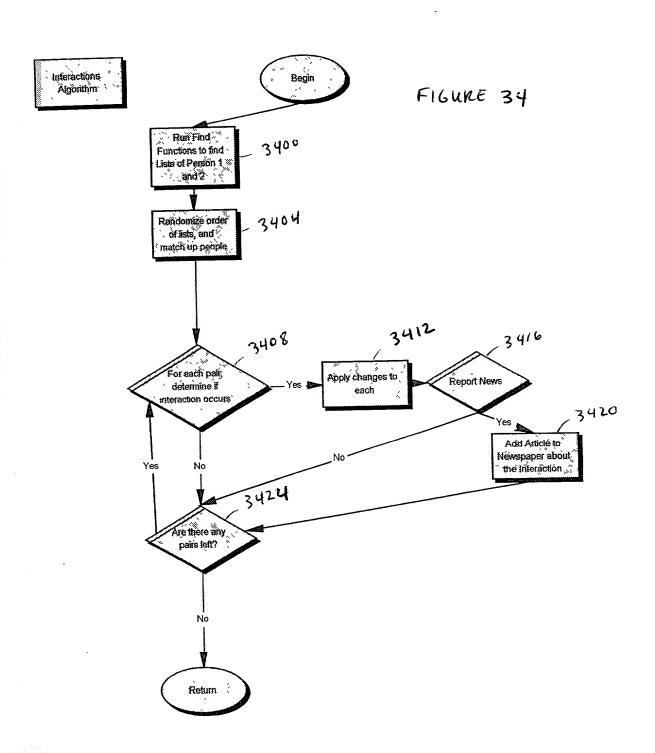
Place

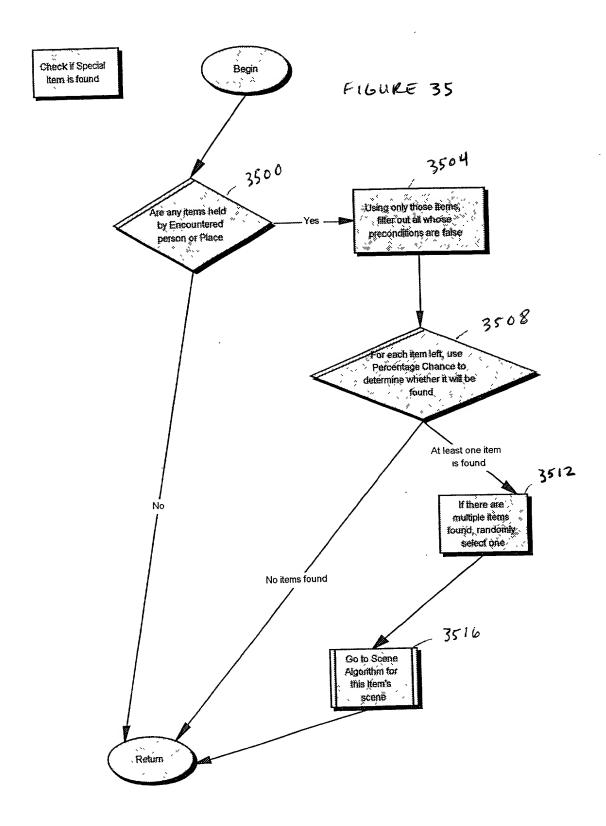




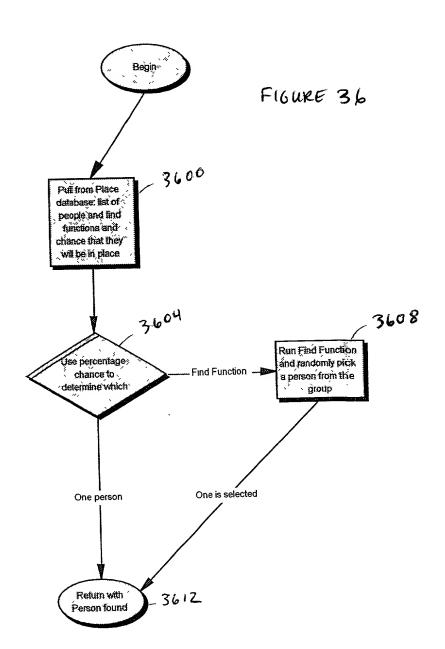












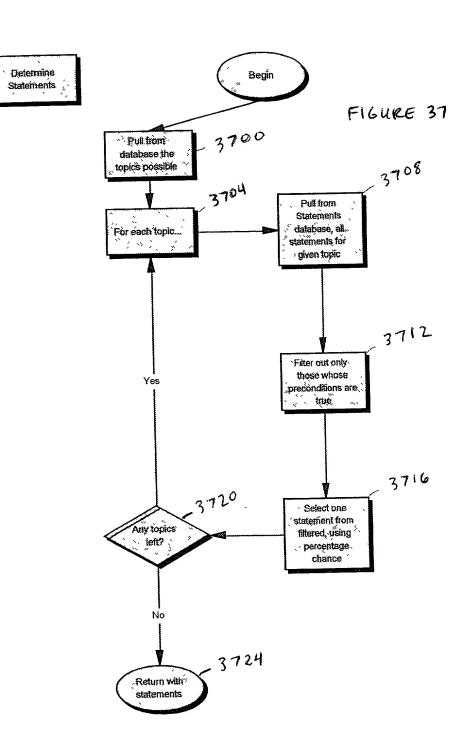


FIGURE 38

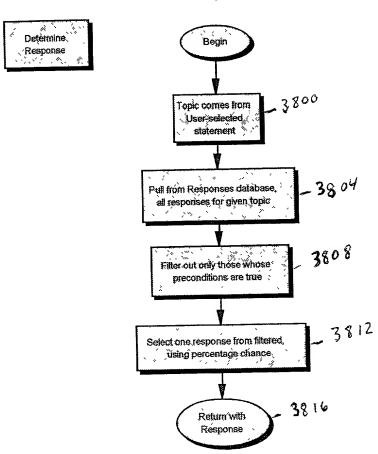


Figure 39: Simulation DB for each object

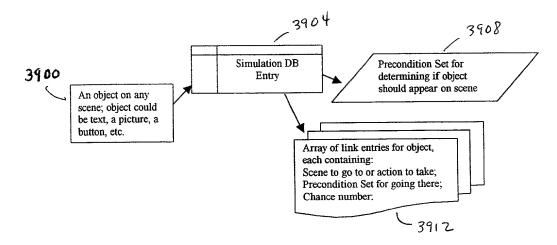
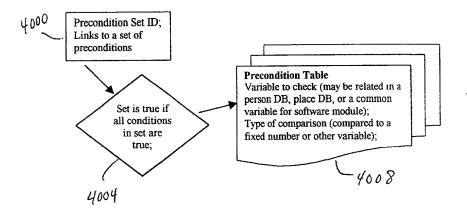


Figure 40: Precondition DB



4116 4128 The link with the range For each link, the chance An object is selected that contains the random number is evaluated; all by the User number is selected chance numbers are summed; The simulation entries Each link is put in a range from X to Y, based The link selected is used, are retrieved whether by going to a on the link's chance scene or performing an number, with X and Y action For each possible link, its preconditions are falling between 1 and the 4108 sum, and no overlap 4132 analyzed between ranges The links whose A random number is preconditions are met selected between 1 and the sum of chance remain numbers 4124 4120

Figure 41: Chance Number Application